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SPALDING'S "RED COVER" SERIES OF
ATHLETIC HANDBOOKS
No. 90R

Official Rules
for
Ice Hockey

Speed Skating
Figure Skating
and Curling

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DIAGRAM FOR HOCKEY RINK.

(All rinks must be marked as per diagram.)

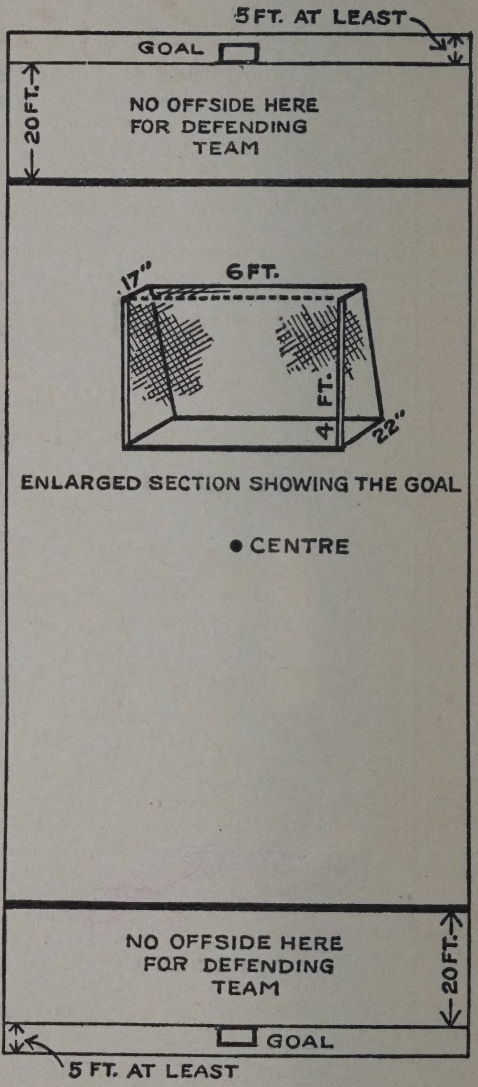
Minimum Ice Area..170 x 70
Ideal Ice Area.....200 x 85

Defending Side's Area, where there is no off-side 20 feet out from *goal line*—draw dark distinguishing line on the ice.

Rinks must install regulation goal nets. The official goal net has a covered top extending 17 inches from the goal post to the back bar on a line, and extending at the base along the ice 22 inches from the goal posts.

Goal Nets must be set out at least 5 feet and not more than 15 feet from end of rink; that is, to the goal posts. Goal width 6 feet, height 4 feet. Must be regulation goal nets.

Referees are instructed to see that the ice is properly marked as per diagram, and no game is to be played unless the ice is so marked.



Playing Rules of the United States Amateur Hockey Association

RULE 1.

PLAYERS.

The game is played on ice by teams of six men on each side, with a puck made of vulcanized rubber, one inch thick all through and three inches in diameter. The players to be designated as follows: Goal-keeper, right defence, left defence, center, right wing, left wing. In addition to the players mentioned, each team may use three extra players as substitutes, but there shall not be more than six players a side on the ice at any time during the match. (On and after October 1, 1923, in addition to the players mentioned, each team may use five extra players as substitutes, but there shall not be more than six players a side on the ice at any time during the match.)

Another substitute shall also be allowed in the case of a goalkeeper, but this substitute shall not play any other position but goal. In case of a penalty to a goalkeeper he shall be replaced by one of the players who are on the ice at the time the penalty is inflicted.

All players shall be numbered with conspicuous figures displayed on the backs of their jerseys.

RULE 2.

STICKS.

Hockey sticks shall not be more than three inches wide at any part, and not more than thirteen inches long at the blade. They shall consist entirely of wood, with tape binding permissible.

RULE 3.

GOAL.

A goal is placed in the middle of each goal line, composed of official goal posts, four feet in height, placed six feet apart and at least ten feet from the end of the ice. Each club shall, prior to Decembebr 15th of each year, notify the Secretary as to the distance between the nets on its home rink and this distance shall be adhered to during the entire season. The goal posts shall be firmly fixed. In the event of a goal post or net being displaced or broken, the referee and assistant referee shall blow his whistle, and the game shall not proceed until the post or net is repaired. It shall be the duty of the referee before each match to measure the goals. A dark distinguishing line shall be drawn on the ice between the center of each goal post. The home team shall be held responsible for the strict observance of this rule, and the referee shall not permit any game to be started until this rule is strictly complied with.

RULE 4.

MATCH.

Each side shall have a captain (a member of his team), who, before the match, shall toss for choice of goals.

RULE 5.

DURATION OF MATCH.

The teams shall play three periods of 15 minutes each, a ten-minute rest being allowed at expiration of each period. The duration of cham-

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pionship matches shall be 45 minutes, exclusive of stoppages. The team scoring the greater number of goals in that time shall be declared the winner of the match. If at the end of that time the game is a draw, ends shall be changed, and after ten minutes' rest the match continued for ten minutes, each side playing five minutes from each end, and if neither side has then scored a majority of goals, one more similar period of ten minutes shall be played in the same way.

In all league contests (regardless of goal score), the winning team shall be awarded 2 points; the losing team shall have 2 points charged against them, and in the event of a tie game, each team shall be awarded 1 point. Should the game remain a tie at the end of the second extra period, match shall be declared a draw, and in the league standing each team shall be awarded 1 point.

RULE 6.

TIMEKEEPERS.

Two timekeepers shall be appointed by the referee (on recommendation), one by each captain, before the commencement of the match, whose duty it shall be to keep an accurate account of the time of each game, deducting time for stoppages in the play, and the timekeepers shall report to the referee, by ringing a gong, any variance in their time, and the matter shall be at once decided by him. The referee also shall appoint a timekeeper, who shall keep the time of penalized players and shall direct them to enter the game. The timekeepers shall be under the control of the referee. A gong shall be kept for their use. A penalty imposed on any player shall not commence until said player has reported to the penalty timekeeper. The duration of the penalty shall be measured in actual playing time, exclusive of stoppages.

RULE 7.

REFEREE.

There shall be only one referee for a match, except in the finals and semi-finals, or when the President is convinced that local conditions warrant the appointment of two, when the Executive may appoint an assistant in addition to the regular referee, and in no case shall he or they belong to either of the competing clubs, and he or they may be an amateur or amateurs, or professional or professionals. He or they is or are to enforce the rules, adjudicate upon disputes or cases unprovided for by rules, appoint or remove goal umpires; control the timekeepers; keep the score, announcing each goal as scored, and at the conclusion of the match declare the result. The puck shall be considered in play until the referee stops the game, which he may do at any time by sounding a whistle or ringing a bell. His decision shall be final, and there shall be no appeal.

RULE 8.

SCORE.

A goal shall be scored when the puck shall have passed wholly beyond a black line drawn from the outer edge of the goal posts from in front and below the top of the net.

RULE 9.

GOAL UMPIRES.

There shall be one umpire at each goal, who shall be appointed by the referee on recommendation—one by each captain. They shall inform the referee when the puck has been put into the goal from the front, and the home club shall furnish the goal umpires with small white flags to be raised when a goal is scored.

RULE 10.

FACE.

The game shall be started and renewed by the referee blowing his whistle or calling "Play" after dropping the puck in the center of the ice between the sticks of two players, one from each team, who are to face it. The left-hand side of the players who face the puck shall be towards the opponents' goal, and they must keep the blades of their sticks on the ice until the referee drops the puck, and the puck shall not be in play until it hits the ice. After a goal has been scored the puck shall be faced in like manner in the center of the ice.

RULE 11.

OFF-SIDE.

A player shall always be on his side of the puck. A player is off-side when he is in front of the puck, or when the puck has been hit, touched or is being run with, by any of his own side behind him (*i. e.,* between himself and the end of the rink near which his goal is placed.)

A player shall endeavor to be always on his own side of the puck, and persistent failure to be on-side shall be designated as loafing and penalized as a foul.

A player being off-side is put on-side when the puck has been hit by, or has touched the dress or person of any player of the opposite side, or when one of his own side has run in front of him, either with the puck or having played it when behind him.

If a player when off-side plays the puck, or annoys or obstructs an opponent, the puck shall be faced where it was last played before the off-side occurred. A player on the defending side shall not be off-side when he takes a pass from or plays the puck as it bounds off his goal-keeper or the end of the rink or netting, or is passed by any of his team-mates within a space of 20 feet out from the goal and extending to the side of the rink, and a line shall be drawn across the ice of the rink to designate the distance.

RULE 12.

KNOCKING-ON.

The puck may be stopped with the hand, but not carried or held or knocked on by any part of the body.

RULE 13.

CHARGING, TRIPPING, ETC.

No player shall raise his stick above his shoulder or throw it along the ice. Charging, tripping, collaring, kicking, cross-checking, or pushing shall not be allowed. And the referee must rule off the ice, for any time in his discretion, a player who in the opinion of the referee, has deliberately offended against the above rule. If a player makes any unfair or rough play, or disputes any decision of the referee, or uses any foul

or abusive language, the referee may rule him off for the remainder of the game or for such time as he may deem expedient, and no substitute shall be allowed. If, in the opinion of the referee, a defending player has deliberately committed a foul to prevent a score he shall not stop the play until that play has been completed.

RULE 14.

WHEN THE PUCK LEAVES THE ICE.

When the puck goes off the ice behind the goal line it shall be brought out by the referee to the goal line, on a line at right angles thereto, from the point at which it left the ice but not nearer than five yards to either goal post, and there faced.

When the puck goes off the ice at the side it shall be similarly faced three yards from the side.

When the puck hits the referee play shall cease and the puck faced where the accident occurs.

RULE 15.

GOALKEEPER.

The goalkeeper must not during play lie upon the ice; he may stop the puck with his hands, but shall not throw or hold it. He may wear pads, which shall not be over fourteen inches in width.

RULE 16.

CHANGES OF PLAYERS.

On and after October 1, 1923, six extra players, one of whom must be a goalkeeper, may act as substitutes on each team during a match (making twelve players altogether), and a change of players may be made at any time by the substitute or substitutes reporting to the referee, when that official has stopped the play, but must not get on the ice while play is in progress; such substitute or substitutes must be all ready to play and must take his or their position without delaying the game. The player for whom the substitute is made must also leave the ice promptly when the substitute appears. Should any player be injured during the match, break a skate, or from any accident be compelled to leave the ice, his side shall immediately put on a substitute to equalize the teams, and the match proceed until such time as the player compelled to retire because of accident is ready to return. Any player who enters the game as a substitute, without reporting to the referee, shall be ruled off for two minutes.

RULE 17.

STOPPAGES.

Should any match be stopped by the referee by reason of any infringement of any of the rules or because of an accident or change of players, the puck shall be faced again at the spot where it was last played before such infringement, accident or change of players shall have occurred.

RULE 18.

TEAM NOT READY TO PLAY AFTER INTERMISSION.

Should either team report on the ice late after intermission, having been duly notified by the timekeepers at least three minutes before the expiration of their rest period, the offending team shall drop one man for as many minutes or fractions thereof as the team is late in reporting, subject to the discretion of the referee.

Rules of Ice Hockey

(Rules are those under which matches at Madison Square Garden are contested.)

RULE I.

PLAYERS.

The game is played on ice by teams of 6 men on each side, with a puck made of vulcanized rubber, 1 inch thick all through, 3 inches in diameter, and weighing not less than 5¼ ounces and not more than 6 ounces. The players to be designated as follows:

Goalkeeper

Right Defence — Left Defence

Centre

Right Wing — Left Wing

In addition to the players mentioned, each team may use six extra players as substitutes, but there shall not be more than six players a side on the ice at any time during the match.

Substitute goalkeeper.

A substitute goalkeeper shall also be allowed, but this substitute shall not play any other position but goal, and any substitution to be made only at the end of a period, except in case of injury, as hereinafter provided for. In case of a penalty to the goalkeeper, he shall be replaced by one of the players who are on the ice at the time the penalty is inflicted.

Players must be numbered.

All players shall be numbered with conspicuous figures, displayed on the backs of their jerseys, the numbers to be assigned to the players upon their registration with the Association, and to coincide with the numbers on the playing certificates.

RULE II.

STICKS.

Hockey sticks shall not be more than 3½ inches wide at any part, and not more than 54 inches in length to the heel, and not more than 15 inches long at the blade.

RULE III.

GOAL.

A goal is placed in the middle of each goal line, composed of official goal nets supported by two upright posts, 4 feet in height, placed 6 feet apart, and at least 5 feet from the end of the rink. The goal posts shall be firmly fixed. In the event of a goal post or net being displaced or broken, the referee shall stop the play, and the game shall not proceed until the post or net is repaired. It shall be the duty of the referee before each match to measure the goals. A dark distinguishing line shall be drawn on the ice between the goal posts.

Note—The official goal net shall be what is known as the LeSueur net, with a covered top extending 17 inches from the goal posts to the back bar on a line, and extending at the base along the ice 22 inches from the goal posts.

RULE IV.

MATCH.

Each side shall have on the ice a captain, who alone shall have the right to speak to the referee on any question in dispute. The visiting team shall have the choice of goals. In case of a game on neutral ice the referee shall toss for choice of goals.

RULE V.

PERIOD OF PLAY.

The teams shall play three periods of 20 minutes each, a 10-minute rest being allowed at expiration of each period.

The duration of championship matches shall be 1 hour, exclusive of stoppages. The team scoring the greater number of goals in that time shall be declared the winner of the match, subject to the qualifications contained in Rules of Competition (No. 11). If at the end of that time the game is a draw, end shall be changed, and after ten minutes rest the match continued for ten minutes, each side playing five minutes from each end; and if neither side has then scored a majority of goals, additional similar periods of ten minutes shall be played in the same way until one side shall have scored a majority of goals, with a five minutes rest after each ten minutes of a play. No match shall continue for more than thirty minutes (actual play) overtime. In case either club should decline to play in any of the necessary extra periods, it shall be declared a loss for that team.

RULE VI.

TIMEKEEPERS.

Two timekeepers shall be appointed, one by each captain, before the commencement of the match, whose duty it shall be to keep an accurate account of the time of each game, deducting time for stoppages in the play; and the timekeepers shall report to the referee, by ringing a gong, any variance in their time, and the matter shall be at once decided by him. The referee also shall appoint a timekeeper, who shall keep the time of penalized players, and who shall direct them to enter the game. He shall also keep the score, including the name of the player scoring the goal. When, in the referee's opinion, a neutral penalty-timekeeper is not available, the referee may appoint a representative of each club to act as penalty-timekeepers. The timekeepers shall be under the control of the referee. A gong shall be kept for their use. A penalty imposed on any player shall not commence until said player has reported to the penalty-timekeeper. The duration of the penalty shall be measured in actual playing time, exclusive of stoppages.

RULE VII.

REFEREE.

There shall be only one referee for a match, but the executive may appoint an assistant in addition to the regular referee, and in no case shall he belong to either of the competing clubs, and he may be an amateur or professional. The referee is to enforce the rules, adjudicate upon disputes or cases unprovided for by rules, appoint or remove goal umpires, control the timekeepers, keep the score, announcing each goal as scored, and at the conclusion of the match declare the result. The puck shall be considered in play until the referee or his assistant stops the game, which they may do at any time, by sounding a whistle or ringing a bell. The referee's decision shall be final, and there shall be no appeal.

RULE VIII.

SCORE.

A goal shall be scored when the puck shall have passed between the goal posts from in front and below the top of the net. If the puck strikes the iron cross-bar at the top of the net and bounds over the bar the referee shall not allow a goal to be counted.

For the better guidance of officials the puck must be wholly inside the goal line between the goal posts to count as a goal.

RULE IX.

GOAL UMPIRES.

There shall be one umpire behind each goal. He shall inform the referee when the puck has been put into the goal from the front, but the decision of the referee as to the scoring of the goal shall be final.

RULE X.

FACE.

The game shall be started and renewed by the referee ringing his bell or calling "Play," after dropping the puck in the center of the ice between the sticks of two players,

one from each team, who are to face it. The left-hand side of the players who face the puck shall be towards the opponents' goal and they must keep the blades of their sticks on the ice until the referee drops the puck. After a goal has been scored the puck shall be faced in like manner in the center of the ice.

RULE XI.

OFF-SIDE.

A player shall always be on his side of the puck. A player is off-side when he is in front of the puck, or when the puck has been hit, touched or is being run with, by any of his own side behind him (*i.e.*, between himself and the end of the rink near which his goal is placed).

A player shall endeavor to be always on his own side of the puck and persistent failure to be on-side shall be designated as loafing, and penalized as a foul.

A player being off-side is put on-side when the puck has been hit by, or has touched the dress or person of, any player of the opposite side, or when one of his own side has run in front of him, either with the puck or having played it when behind him.

If a player when off-side plays the puck, or annoys or obstructs an opponent, the puck shall be faced where it was last played before the off-side occurred. A player on the defending side shall not be off-side when he takes a pass from or plays the puck as it bounds off his goalkeeper, or the end of the rink or netting, or is passed by any of his team mates within a space of 40 feet out from the goal line and extending to the side of the rink, and a line shall be drawn across the ice of the rink to designate the distance.

RULE XII.

KNOCKING ON.

The puck may be stopped with the hand, but not carried or held or knocked on by any part of the body. A player

must not throw the puck or shove it along the ice with his hand or kick it deliberately.

This rule does not apply to any player of the defending team back of the line, except in regard to throwing the puck. The goalkeeper is the only player who may throw the puck, and he may throw it to the corners behind the net.

RULE XIII.

CHARGING, TRIPPING, ETC.

No player shall raise his stick above his shoulder or throw it along the ice. Charging, tripping, collaring, kicking, cross-checking, or pushing shall not be allowed. And the referee must rule off the ice, for any time in his discretion, a player who, in the opinion of the referee, has deliberately offended against the foregoing rule. If a player makes any unfair or rough play, or disputes any decision of the referee, or uses any foul or abusive language, the referee may rule him off for the remainder of the game or for such time as he may deem expedient, and no substitute shall be allowed. If, in the opinion of the referee, a defending player has deliberately committed a foul to prevent a score, he shall not stop the play until that play has been completed.

Definition of body check.

Note—A fair body check shall be when a player bodies an opponent with the hip or side of the body when standing still or skating at a slow rate of speed. If, however, a player is skating fast or uses his knee or elbow, it will be considered charging and be penalized accordingly. There shall be no body-checking within five feet of the boards.

> *This rule means that there is to be no body-checking on the forward line. The only players permitted to use the body in checking are players on the defending team in their positions back of the 40-foot line, but there must be no charging by these players.*

RULE XIV.

WHEN THE PUCK LEAVES THE ICE.

When the puck goes off the ice behind the goal line it shall be brought out by the referee to the goal line, 5 feet from boards on a line at right angles thereto, from the point at which it left the ice, and there faced.

When the puck goes off the ice at the side it shall be similarly faced 10 feet from the side.

When the puck hits the referee, play shall cease and the puck faced where the accident occurs.

RULE XV.

GOALKEEPER.

The goalkeeper may stop the puck in any position or manner he wishes, but shall not hold it, and no other player of the defending side, other than the goalkeeper, shall, during the play, lie, sit, kneel or slide along the ice in front of the goal. The goalkeeper may wear pads and a face protector, but must not wear a garment such as would give him undue assistance in keeping goal. The maximum width of the goalkeeper's pads while lying flat must not exceed 12 inches. The referee must rule off the ice for at least one minute a goalkeeper who infringes this rule and must rule off the ice, for at least two minutes, any other player on his side who has offended against this rule. When a goalkeeper is ruled off, the player who takes his place shall have all the privileges of the goalkeeper and shall be considered as such.

RULE XVI.

CHANGE OF PLAYERS.

In addition to the extra goalkeeper referred to in Rule I, six extra players may act as substitutes on each team during a match (making twelve players altogether), and a change of players may be made at any time by the substitute or substitutes reporting to the referee when that official has stopped the play, but must not get on the ice while

play is in progress; such substitute or substitutes must be all ready to play and must take his or their position without delaying the game. The player for whom the substitution is made must also leave the ice promptly when the substitute appears. In case of injury to the goalkeeper an extra substitute may be allowed, but he must play in goal and in no other position. The substitute goaltender can only be used at the end of a period, or in case of injury, as aforesaid. Should any player be injured during the match, break a skate, or from any accident be compelled to leave the ice, his side shall immediately put on a substitute to equalize the teams, and the match proceed until such time as the player so compelled to retire because of the accident is ready to return. Should more than two players of one team (exclusive of the goalkeeper) be compelled to retire because of accident the opposing side shall drop a man to equalize the teams. No player shall resume play until he has received permission from the referee to go on. In event of any dispute, the matter shall at once be decided by the referee.

Note—If on any occasion it is found that a team is playing too many men, the said team shall forthwith be forced to drop the extra player or players and be penalized by being forced to drop another player for the period of two minutes; and no goal shall be counted as scored by the offending team while the extra player or players are on the ice.

RULE XVII.

STOPPAGES.

Should any match be stopped by the referee by reason of any infringement of any of the rules or because of an accident or change of players, the puck shall be faced again at the spot where it was last played before such infringement, accident or change of players shall have occurred.

International Racing Rules

OF THE

International Skating Union of America

As Amended November 16, 1924.

RULE 1. Before any race takes place all persons shall be excluded from the course except the officials.

RULE 2. The officials of a race meet shall be:

One Referee, who may, at his discretion, appoint not more than two assistants, who shall confer with him.

Four or more Judges at the finish, one of whom shall be selected as the Chief Judge.

Three Timekeepers, one of whom shall be selected as Chief Timekeeper.

One Scorer, with assistants if necessary.

One Clerk of Course, with assistants if necessary.

One Starter.

Four or more Patrol Judges.

One Official Announcer.

Two Track Measurers.

RULE 3. No person who has any interest in or relationship with any contestant in a race shall be allowed to act as one of the above officials.

REFEREE.

RULE 4. The Referee shall be the Executive Officer and shall decide all points of dispute and infringement of rules. He shall be the sole judge as to whether the condition of the ice warrants the running of the meet and shall have power to adjourn same. His decision shall be final unless repealed by the Board of Control.

RULE 5. The Referee may disqualify from that event any competitor who pushes against, impedes, crosses the course of, or in any way interferes with another competitor, or who in finishing purposely turns around before crossing the finish line or otherwise discredits the performance of the other contestants, or delays the starting of the event, or who is improperly clothed.

RULE 6. The Referee shall have power to call out any contestant in a race to take pace, when he believes that said contestant is evading taking pace for a rest or other purposes, and if said contestant refuses to take pace when it is possible for him or her to do so, the Referee may disqualify him or her from the race.

RULE 7. The Referee may disqualify from further participation in the races any contestant for loafing, trailing behind for a rest or wind

break, competing to lose, coaching, teamwork or in any way impeding the chances of another contestant either in a trial or final contest.

RULE 8. The Referee may also disqualify an entire team for any unfair teamwork by any of the members thereof, such as boxing, pushing, blocking, etc.

RULE 9. The Referee may disqualify any contestant for the entire meet or any part of the meet for any acts unbecoming a gentleman or lady, such as the use of profane language, fighting or causing undue disturbance which would in any way mar the meet.

RULE 10. The Referee cannot place a contestant in a final heat who did not qualify in a trial heat except as provided in Rule 38.

RULE 11. The Referee may declare a heat no race and make the contestant skate the race over, when the contestants loaf, procrastinate, or fail to take alternate pace.

PROTESTS.

RULE 12. The Referee shall set a time and hear both sides in case of a protest and decide the same.

RULE 13. Verbal protests may be made at or before any competition or race meeting against a competitor by any one competing; but such protest must be subsequently made in writing, and duly presented to the Referee within forty-eight hours thereafter.

JUDGES.

RULE 14. The Judges shall determine the order in which the contestants finish and shall arrange among themselves as to noting first, second, third and fourth places in all races. In case of disagreement the majority shall decide, and their decision as to the order of finish shall be final and without appeal.

TIMEKEEPERS.

RULE 15. Each of the three Timekeepers shall time every event. Should two of the three watches mark the same time and the third disagree, the time marked by the two watches shall be accepted. Should all three disagree, the time marked by the intermediate watch shall be accepted. The flash of the pistol shall denote the actual time of starting. In case only two watches are held on an event, and they fail to agree, the longest time of the two shall be accepted.

SCORER.

RULE 16. The Scorer shall record the order in which each competitor finishes his or her event, together with the time furnished him by the Timekeepers. He shall keep a tally of the laps made by each competitor in races covering more than one lap and shall notify the contestants each lap by card and voice of the number of laps remaining to be skated and

shall announce by means of the report of a pistol or bell, or otherwise, when the leading skater enters the last lap. He shall control his associates and assign to them such of his duties as he may deem best. If the Scorer fails to announce the last lap as provided or a mistake is made in the scoring of laps, the Referee may, in his discretion, require the heat or race to be reskated.

CLERK OF THE COURSE.

RULE 17. The Clerk of the Course shall record the names of the competitors who shall report to him, shall give them their numbers for each race in which they are entered; arrange the heats; check each competitor's number at the starting line and have competitors draw lots for their respective places at the post before leaving the dressing room.

The assistants shall do such of his work as may be assigned to them.

STARTER.

RULE 18. The Starter shall have entire control of the competitors at their marks, and shall be the sole judge of fact as to whether or not any contestant has gone over the mark. His decision in such case shall be final and without appeal. All races shall be started by the report of a pistol; a snap cap shall be no report. When any competitor shall steal away over the mark before the starting signal is given, it shall be considered a false start. Penalties for false starting shall be inflicted by the Starter as follows: For first offense, the competitor shall be put back one yard; for second offense, two yards; and for third offense, disqualified.

RULE 19. In starting, no preliminary words or signal shall be given by the starter except "On your mark."

RULE 20. Two reports of the Starter's pistol shall denote a false start.

RULE 21. Skaters falling at the start or within fifteen feet from the start, in races of 220 yards or under, and within thirty feet from the start in all other races, shall be given another trial by calling that heat or race, no race.

PATROL JUDGES.

RULE 22. The Patrol Judges shall be stationed at the corners of the course, from which they should carefully watch the contestants, and if they observe any fouling or irregularity, they shall, immediately after the heat or race, report the same to the Referee.

ANNOUNCER.

RULE 23. The Announcer shall receive from the Scorer the result of each event and announce same by voice, or by means of a bulletin board, or otherwise.

ICE TRACK MEASUREMENTS.

RULE 24. All track measurements shall be certified by two official Measurers and the measurements of track shall be made two feet from the inner edge, which edge shall be clearly defined to their satisfaction.

RULE 25. At the corners or turns there shall be a substantial post placed two feet in from the measured skate line, bearing a flag or banner marking the turn, or it shall be otherwise clearly marked.

RULE 26. All tracks should be at least fifteen feet wide and surveyed on a basis of 5,280 feet to the mile.

RULE 27. All outdoor championship tracks shall be not smaller than eight laps to the mile.

RULE 28. All tracks in championship events shall be laid out whenever possible in accordance with the standard six- or eight-lap track adopted by the International Skating Union of America.

ENTRIES.

RULE 29. Entries shall not be received or acknowledged until the entry fees are paid in full and unless accompanied with registration number of one of the skating associations of the International Skating Union of America. No unregistered skater shall be allowed to enter or compete in any skating contest, and any registered skater who knowingly competes against an unregistered skater will be suspended.

RULE 30. All entries shall be made upon official entry blanks in the real name of applicant, with age and address, name of club and association and registration or membership number.

RULE 31. Any person who fails or refuses to compete in a sanctioned race, after voluntarily entering, shall be penalized and suspended by the referee in charge, unless good cause can be shown for not competing.

RULE 32. Immediately on arrival each competitor shall report to the Clerk of the Course.

RULE 33. Each competitor shall be supplied with and wear during each contest, a distinctive number corresponding to his or her number on the programme. A competitor may be disqualified for failure to wear his or her number in plain view of the officials or for appearing in any costume or color other than that of the club he or she represents.

RULE 34. Competitors shall inform themselves of the times at which they must compete and shall report promptly at the start without waiting to be notified.

RULE 35. No attendant shall accompany a competitor on the course.

RULE 36. Competitors shall draw lots from the Clerk of the Course or his assistant for their respective places at the post before leaving the dressing room.

RULE 37. The contestant who gets the inside place, or pole, has the right of way, and can only be passed on the right hand. *But should said party stray away from the pole, any contestant is privileged to pass on the left hand, provided there is ample room and the party passing*

in no way interferes with the contestant or contestants holding pole position.

Contestants when taking corners must have both skates on outside of pole, or be disqualified. Any contestant intentionally moving corner pole or flag will be disqualified.

A contestant winning the pole place is entitled to all its rights.

All contestants shall invariably pass each other on the right hand, except as specified in this rule.

Each competitor shall keep in his or her respective position from the start to finish in all races on straightaway tracks, and in all races with one or more turns he or she shall not cross to the inner edge of the track except when he or she is at least six feet in advance of the nearest competitor.

The leading skater's position made on entering the home stretch must be kept to the finish, without deviation to the right or left.

CONSIDERATION OR ALLOWANCE OF TIME.

RULE 38. No consideration or allowance of time shall be granted to any contestant where they are to blame for any delay or mishap, but, in a preliminary heat, should any contestants be hindered through no fault of their own, by being tripped, pushed, thrown or otherwise delayed by any of their opponents, they shall be given consideration for lost time, provided the injured parties are on equal terms with the other contestants when the accident occurs and they make a good finish thereafter.

THE FINISH LINE.

RULE 39. The *finish line* shall be a mark drawn across the track surface. A tape shall be stretched four feet above said finish line to assist the Judges in their decisions. A finish shall be counted when any part of the winner's body except hands or arms shall cross the finish line. If a skater falls within a few feet of the finish line, and crawls or otherwise reaches the finish line first, such contestant wins.

DISTANCED.

RULE 40. Contestants in a mile race or under, upon an eight-lap track or larger, must keep within one lap of the leader in the race and when passed by said leader and lapped, the contestant shall be declared distanced and shall be called out of the race by the Referee; unless such contestant be finishing in a position for which a prize is offered.

Contestants shall be deemed lapped when the leader has gained a lap on them, but has not actually passed them, if it appears that they are in any way impeding or attempting to set pace for the leader or leaders and shall be called out of the race by the Referee.

In races over a mile the contestant shall not be considered lapped until entering the last mile, and if a lap behind the leader said contestant shall be called out of the race by the Referee.

TIME LIMIT.

RULE 41. The time limit on grand finals of all championship skating races shall be based on the average time made in the preliminary or semi-final events of the meet, and all grand finals must be skated within the time limit fixed thereon.

RULE 42. Class B and C skaters may compete with Class A in handicap races without impairing their standing, unless they win from scratch.

INTERMEDIATE, JUNIOR AND JUVENILE SKATERS.

RULE 43. Only the official I.S.U. entry blanks shall be used for all Intermediate, Junior and Juvenile races.

RULE 44. Intermediate and junior skaters may compete in Class A, B and C Senior events without impairing their standing unless they win first, second or third places. In which event they shall not be allowed to enter further intermediate and junior competitions.

RULE 45. Juvenile skaters may compete in Junior races without impairing their standing unless they win first, second or third places, in which event they shall not be allowed to enter further Juvenile competitions.

RULE 46. Juvenile skaters are those who have not reached their 14th birthday the first day of the meet in which they are entered.

RULE 47. Junior skaters are those who have passed their 14th birthday but have not reached their 16th birthday the first day of the meet.

RULE 48. Intermediate skaters are those who have passed their 16th birthday but have not reached their 18th birthday the first day of the meet.

NOVICE RACE.

RULE 49. For contestants who have never won a prize in open competition.

SCRATCH RACE.

RULE 50. All contestants start from a line and at the same time, and the one reaching the finish line first wins.

HANDICAP RACE.

RLE 51. The slower skaters are given an advantage over the faster ones by an allowance of time or a shorter course.

PURSUIT RACE.

RULE 52. Two or more contestants start at equal distances apart from one another, each to skate the same distance, and the contestant skating the distance in the shortest time, or who crosses his or her respective finish line first, wins.

ROYAL PURSUIT RACE.

RULE 53. Four or more skaters start at equal distances apart, and when any contestant is passed by another contestant, he or she shall retire from the race, and the last contestant left wins.

MISS-AND-OUT RACE.

RULE 54. The skaters start from the scratch mark and the last man crossing the mark in each lap is called out until but six men remain, when the Scorer announces the last lap.

HANDICAP MISS-AND-OUT RACES.

RULE 55. After Handicap trial heats at a given distance the skaters qualifying in same skate the final heat, which is run in the manner described in Rule 54.

POINT RACE.

RULE 56. The leader of each lap is awarded 1 point and a sprint is held every 4 laps or less, depending upon the size of the track; the skaters finishing each sprint are awarded points as follows:

First .....5 points	Third .....3 points	Fifth .....1 point
Second .....4 points	Fourth .....2 points	

The point winners of the last lap are awarded double the foregoing points.

The winner is the skater scoring the greatest number of points throughout the entire race; skaters scoring next highest, respectively, are given second and third places. In order to be awarded points a contestant must skate the entire race.

RECORDS.

RULE 57. No record shall be accepted unless timed by at least three official timers and the track properly measured and the distance certified. Applications for the allowance of records must be supported by affidavits of the race officials certifying as to the place, hour, date, weather, condition of ice, force and direction of wind and measurements.

Rules for Figure Skating

Adopted by the International Skating Union of America.

The competitors follow each other in the order of starting; numbers drawn by lot.

SCHOOL FIGURES.

These figures are started from rest, on the right foot (unless otherwise specified) and should be skated three times on each foot.

Each figure is marked with the numbers 1 to 6; of which 0=not skated—6=faultless. Intermediate numbers and fractions may be employed.

In assigning a mark, there ranks: (1) Correct tracing on the ice; (2) Carriage and movements; (3) Size; (4) Accuracy of tracing in triple repetition.

The number so given to each figure is multiplied by the factor of value given the figure by the International Rules and placed opposite the same on the appended list.

The sum of these marks gives the number of points earned for the school figures.

FREE SKATING.

Free skating is marked: (a) for the contents of the programme performed (difficulty and variety) and (b) for the manner of performance (harmonious composition, sureness, carriage, movement, etc.); in each case with the numbers 0 to 6 or intermediate numbers and fractions.

The sum of the marks given for (a) and (b) is multiplied by the free skating factor stated for the particular contest.

The sum of the total figures for free skating and school figures so determined, is the total number of points earned by each contestant.

PAIR SKATING.

The marks for pair skating are determined as for free skating, except that accurate timing by the skaters is especially to be considered in addition.

WALTZING.

The judges may request the couples to waltz (1) all together or (2) each couple singly.

The couples shall skate during the tests in the form of a three lobed eight.

Each of the judges shall award the couples marks for each of the following points: from 0 to 6 of which 0=not skated—6=faultless (intermediate numbers or fractions may be used)

A. *Carriages* (1) Erect carriage and parallel position, (2) accurate curves and smooth turns.

B. *Grace:* (3) Suppleness, pliancy and flexibility, (4) grace.

C. *Unity:* (5) Skating at same moment, (6) absolutely simultaneous rotation, (7) unity and harmony of movement.

D. *Time:* (8) Time to the music, (9) rhythmic movements.

Maximum points, 24.

The contestants must confine themselves to the standardized turns and steps and must not introduce any separating, spiral or exhibition figures.

TEN STEP.

The ten step competition will be judged in the same general manner as the waltzing. But while the waltz is recognized as more carefully standardized, freedom, spirit and liveliness may enter more largely into the ten step.

A fall in any of the classes does not necessarily indicate a failure.

Royal Caledonian Curling Club Rules

Adopted by the Executive of the Canadian Branch, Montreal, December 8, 1917.

1. All Matches shall be of a certain number of Ends as may be agreed on or as fixed. In the event of the total score being equal in the final End, play shall be continued until the Match has been decided. The Rinks engaged in the Match shall draw or toss for leading before beginning the extra End.

2. Every Rink of Players shall be composed of four a side, each using two irons, and no Player shall wear boots which shall break or damage the surface of the Ice.

3. The Skips opposing each other shall settle by lot or in any other way they may agree upon, which party shall lead at the first End, after which, the winner of the End shall do so.

4. Irons striking side of Rink are considered dead and must be removed.

5. No Iron or Irons shall be changed after a Match has been begun, except under unforeseen circumstances which in the opinion of both Skips would warrant a change. In the event of the Skips not being able to agree, the Umpire shall have power to decide.

6. All Irons shall be of a circular shape, from eight and a half to nine and a half inches in diameter, and must not weigh less than fifty-six pounds or more than sixty-four pounds.

7. All Irons which roll over or come to rest on their sides, or tops, shall remain on the Ice, and be reversed to their proper position at the same distance from the Tee.

8. The Skips are required to direct their Players as to their proper positions on the Ice. No one, except when sweeping according to rule, shall go upon the centre of the Rink or cross it. Skips only shall be entitled to stand within the Rings. The Skip of the Playing party must not be obstructed by the opposing Skip. The privilege of both while behind the Tee line, in regard to sweeping, shall be equal.

9. Each Player must be ready at the Hack to play when his turn comes. Skips will be held responsible for the strict observance of this rule.

10. Should a wrong Iron be played, any Player may stop it while in motion, but if the mistake is not noticed till the Iron is at rest, the Iron which ought to have been played shall be put in its place to the satisfaction of the opposing Skip.

11. If a Player should play out of his turn, the Iron so played may be stopped in its progress and returned to the Player. Should the mistake not be discovered till the Iron is at rest, the Opposing Skip shall have the option of removing the Iron or declaring the End null and void. If another Iron be played before the mistake is discovered, the End must be finished as if it had been properly played.

"THE RINK"

12. The Sweeping shall be under the direction and control of the Skips. The Player's Party may sweep the Ice from the Hog Score next the Player to the Tee, and any Iron set in motion by a played Iron may be swept by the party to which it belongs. Skips may clean and sweep the Ice behind the Tee at any time, except when a Player is being directed by his Skip. At the completion of any End, either of the Skips may call upon the whole of the Players or the Rink Man to clean and sweep the entire Rink.

13. (a) If in sweeping or otherwise, an iron in motion is marred by any of the party to which it belongs, it may, in the option of the opposing Skip, be put off the Ice; but if by any of the adverse party, it may be placed where the Skip of the party to which it belongs shall direct. If marred in any other way, the Player shall replay the Iron.

(b) Should any played Iron be displaced before the End is reckoned, it shall be placed as nearly as possible where it lay, to the satisfaction of the Skip opposed to the party displacing.

14. No measuring of shots shall be allowed previous to the termination of the End. Disputed shots shall be determined by the Skips; if they disagree, by the Umpire; or when there is no umpire, by some neutral person chosen by the Skips. All measurements shall be taken from the centre of the Tee to the nearest part of the Iron.

15. The Skip shall have the exclusive regulation and direction of the Game for his Rink, and may play last Iron or any position in the Rink he pleases, but he shall not be entitled to change his position when that has been fixed. When his turn to play comes, he shall select one of his players to act as Skip in his place, and shall take the position of an ordinary Player. He shall not have any choice or direction in the Game until he returns to the Tee as Skip.

16. No player engaged in the game shall speak to, annoy, taunt or interrupt another, not being of his own side, while in the act of delivering his Iron.

17. No Match shall take place unless at least four degrees of frost have been registered inside the Rink, and six degrees of frost outside, for at least three hours previous to time of Match. However, if the opposing Skips mutually agree that the existing conditions are satisfactory to them the Match shall be played.

18. In all Matches played under the supervision of the Canadian Branch, there shall be no preliminary practise before the Match; and in all Matches a draw shall be made for the Ice for both sides in presence of the opposing Skips.

19. Any Member belonging to two or more Clubs, having played for one Club in any Trophy Match, shall not be eligible to play in any such Match during the same season for such other Club as he may belong to.

20. In the event of sickness or unavoidable absence of a Skip, another Skip may be substituted, but in the case of the other Players, the remaining Players shall be moved up and the substituted Player shall lead.

21. Every Iron shall count which is not clearly outside the Six Foot Circle. Every Iron not clear of the Hog Score shall be a Hog and must be removed from the Ice, but no Iron shall be considered a Hog which has struck another Iron lying at position. Irons passing the back score and lying clear of it must be removed from the Ice.

22. An Umpire shall be appointed for all Games under the jurisdiction of the Branch, whose duties are to see the rules are strictly adhered to, and to give a decision in accordance with rules provided for the point in question, when appealed to by the Skips.

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"*** You might be interested to know that I had here yesterday a Canadian professional hockey player who is to be player-manager of the.....team. Previously, when I have talked with him, he has been very enthusiastic about the..... Skate, claiming that it is the only skate that will satisfactorily hold an edge.

"I made some comparative tests for him in the laboratory between the..... Skate and our Custom Bilt, on a Rockwell Hardness Tester; the.....Skate registered 57 and 58 (about the same as our last year's Blue Streak Skate), whereas our Custom Bilt registered 62 and 63. Also, in a strength test, the.....Skate, with a load of 250 pounds, the tube and runner took a very decided bend and remained set, while our Custom Bilt took about one-half the bend and returned to a straight position.

"On the strength of this test, the above player ordered a pair of skates and was so enthusiastic that he recommended my getting together four or five other big professionals, and show them the demonstration."

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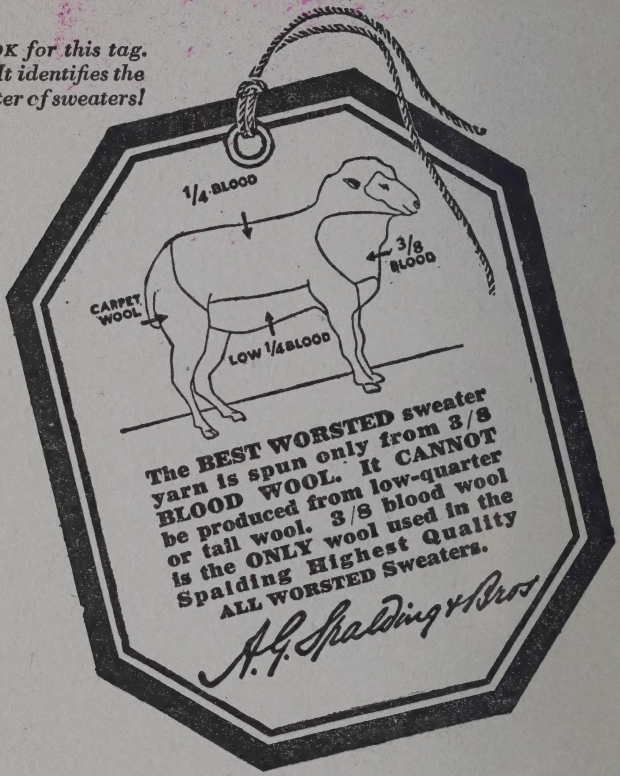
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